

AMENDMENTS TO THE CLAIMS:

The listing of claims will replace all prior versions, and listings of claims in the application:

LISTING OF THE CLAIMS

1. (Currently amended) A games system comprising
a non-programmable games console and
an adaptor unit,
wherein the non-programmable games console comprises:
 - (i) a console housing;
 - (ii) a game interface within said console housing for receiving a game product;
 - (iii) a display interface within said console housing for interfacing said non-programmable games console to a display;
 - (iv) a user interface within said console housing for receiving user input;
 - (v) a game controller within said console housing for receiving game data from said game interface and said user input from said user interface and for generating therefrom game video data for output to said display interface;
 - (vi) an adaptor interface within said console housing for coupling the non-programmable games console with said adaptor unit;
 - (vii) a memory within the console housing for storing software modules;and
 - ~~(vii) a video player within said console housing for receiving encoded video data from said adaptor unit via said adaptor interface and for outputting decoded video data to said display interface~~ (viii) a processor within the console housing for executing software modules stored in the memory;wherein said adaptor unit comprises:
 - (i) an adaptor housing;
 - (ii) a memory within the adaptor housing for storing a video player software module;

(iii) a video data receiver within said adaptor housing for receiving encoded video data from a remote video provider;

(iii) a games console interface within said adaptor housing for interfacing said adaptor unit to said adaptor interface of said non-programmable-games console; and

(iv) a communications controller within said adaptor housing for outputting encoded video data to said video player of controlling communications between the adaptor unit and said non-programmable-games console via said games console interface and said adaptor interface.

2. (Currently amended) A system according to claim 1, wherein the adaptor unit further comprises

encryption means for encrypting the video data to be output to said video player games console via said games console interface and

wherein said video player software module includes
decryption means for decrypting the video data.

3. (Currently amended) A system according to claim 2, wherein said video player software module includes embedded data for decrypting the encrypted video data.

4. (Original) A system according to claim 3, wherein said adaptor unit further comprises

a secure processor for storing an encryption key for use by said encryption means for encrypting said video data.

5. (Currently amended) A system according to claim 4, wherein an intermediate decryption key is provided in said secure processor,

wherein said communications controller is operable to pass said intermediate decryption key to said video player games console via said games console interface and said adaptor interface and

wherein said decryption means of said video player software module is operable to decrypt said video data using said embedded data and said intermediate decryption key.

6. (Previously presented) A system according to claim 4, wherein said secure processor is formed on a smart-card which is retractable from a smart-card reader mounted within said adaptor housing.

7. (Currently amended) A system according to claim 1, wherein said adaptor unit further comprises

a large capacity storage means for storing video data or game data and

~~wherein said non-programmable games console further comprises~~

~~a controller responsive to a user input from said user interface and operable to transmit game history data to said communications controller of said adaptor unit via said console interface and said adaptor interface and wherein said communications controller is operable to store said game history data in said large capacity storage means.~~

8. (Previously presented) A system according to claim 1, wherein said adaptor unit further comprises

a modem within said adaptor housing for connecting the adaptor unit to a data network.

9. (Currently amended) A system according to claim 8, wherein said ~~non-programmable games console~~ further comprises

a web browser within said console housing for receiving menu pages from a remote server via said modem in said adaptor unit, said games console interface and said adaptor interface and for generating menu screens for output to said display interface.

10. (Currently amended) A system according to claim 8, wherein said non-programmable-games console is operable to transmit and to receive game data to and from said data network via said modem and said adaptor unit to provide network gaming to a user thereof.

11. (Currently amended) An adaptor unit for use with a non-programmable-games console, the adaptor unit comprising:

- an adaptor housing;

- a memory within the adaptor housing for storing a video player software module;

- a video data receiver within the adaptor housing for receiving encoded video data from a remote video provider;

- a games console interface within said adaptor housing for interfacing said adaptor unit to said non-programmable-games console; and

- a communications controller within said adaptor housing for outputting encoded video data to controlling communications between the adaptor unit and said non-programmable-games console via said games console interface;

- ~~the non-programmable-games console comprising:~~

- ~~a console housing;~~

- ~~a game interface within the console housing for receiving a game product;~~

- ~~a display interface within the console housing for interfacing the non-programmable-games console to a display;~~

- ~~a user interface within the console housing for receiving user input;~~

- ~~a game controller within the console housing for receiving game data from the game interface and user input from the user interface and for generating therefrom game-video data for output to the display interface;~~

- ~~an adaptor interface within the console housing for coupling the non-programmable-games console with the adaptor unit via the games console interface;~~
- and

- ~~a video player within the console housing for receiving the encoded video data from the adaptor unit via the adaptor interface and for outputting decoded video data to the display interface.~~

12. (Currently amended) An adaptor unit according to claim 11, further comprising encryption means for encrypting the video data to be output to said non-programmable games console via said games console interface and

a secure processor within said adaptor housing for storing an encryption key for use by said encryption means for encrypting said video data.

13. (Currently amended) An adaptor unit according to ~~claim 12~~ claim 26, wherein said secure processor is retractable from said adaptor housing and is formed on a smart-card and

wherein said adaptor housing includes

a smart-card reader for reading the encryption key from said smart-card processor.

14. (Currently amended) An adaptor unit according to claim 11, further comprising a large capacity storage means for storing video data or game data and ~~wherein said communications controller is operable to receive game history data from said non-programmable games console via said console interface and is operable to store the received game history data in said large capacity storage means.~~

15. (Previously presented) An adaptor unit according to claim 11, further comprising a modem within said adaptor housing for connecting the adaptor unit to a data network.

16. (Currently amended) An adaptor unit according to claim 15, wherein said adaptor unit is operable to receive game data from said non-programmable games console and to transmit the received game data to said data network and is operable to receive game data from said data network and to transmit the game data received from the data network to said non-programmable games console, to provide network gaming to a user of the non-programmable games console.

17. (Currently amended) A non-programmable-games console for use with an adaptor unit, the non-programmable-games console comprising:

a console housing;

a game interface within said console housing for receiving a game product;

a display interface within said console housing for interfacing said non-programmable-games console to a display;

a user interface within said console housing for receiving user input;

a game controller within said console housing for receiving game data from said game interface and said user input from said user interface and for generating therefrom game video data for output to said display interface;

an adaptor interface within said console housing for coupling the non-programmable-games console with said adaptor unit;

a memory within the console housing for storing software modules; and

a processor within the console housing for executing software modules stored in the memory;

a video player within said console housing for receiving encoded video data from said adaptor unit via said adaptor interface and for outputting decoded video data to said display interface wherein the games console is operable to i) receive a video player software module from the adaptor unit, ii) store the video player software module in the memory, iii) use the processor to execute the video player software module, iv) receive encoded video data from the adaptor unit, and v) use the video player software module to generate decoded video data from the received encoded video data for output to a display via the display interface.

18. (Currently amended) A non-programmable-games console according to claim 17, wherein said non-programmable-games console further comprises

a controller responsive to a user input from said user interface and operable to transmit game history data to said adaptor unit.

19. (Currently amended) A ~~non-programmable-games console~~ according to claim 17, further comprising

a web browser within said console housing for receiving menu pages from a remote server via a modem in said adaptor unit, and for generating menu screens for output to said display interface.

20. (Currently amended) A ~~non-programmable games console~~ according to claim 19, wherein the games console is operable to transmit and to receive game data to and from said data network via said modem and said adaptor unit to provide network gaming to a user thereof.

21. (Currently amended) A method of providing video data for display, the method comprising the steps of:

interfacing an adaptor unit with a ~~non-programmable-games console~~ via a games console interface associated with the adaptor unit and an adaptor interface associated with the ~~non-programmable-games console~~;

receiving game data associated with a game product at the ~~non-programmable games console~~;

receiving user input at the ~~non-programmable-games console~~;

outputting a video player software module from the adaptor unit to the games console through the games console interface and adaptor interface;

receiving at the games console the video player software module;

executing the video player software module on the games console;

receiving at said adaptor unit encoded video data from a remote video provider;

outputting encoded video data from said adaptor unit to said ~~non-programmable games console~~ through said games console interface and the adaptor interface;

decoding in said ~~non-programmable-games console~~ said encoded video data using the video player software module to generate decoded video data;

generating game video data based at least in part on the received game data and the received user input; and

outputting the decoded video data and the game video data via a display interface associated with the non-programmable games console to a display.

22. (New) The system according to claim 1 wherein the communications controller is operable to i) output the video player software module for storage in the memory of the games console and ii) output encoded video data to the games console;

wherein the games console is operable to i) receive the video player software module from the adaptor unit, ii) store the video player software module in the memory, iii) use the processor to execute the video player software module, iv) receive the encoded video data from the adaptor unit, and v) use the video player software module to generate decoded video data from the received encoded video data for output to a display via the display interface.

23. (New) The system according to claim 7, the games console further comprising:

a controller responsive to a user input from the user interface and operable to transmit game history data to the communications controller of the adaptor unit via the games console interface and the adaptor interface, wherein the communications controller is operable to store the game history data in the large capacity storage means.

24. (New) The adaptor unit according to claim 11 wherein the communications controller is operable to i) output the video player software module for execution by the games console and ii) output encoded video data to the games console for decoding by the video player software module.

25. (New) The adaptor unit according to claim 14 wherein the communications controller is operable to receive game history data from the games console via the games console interface and is operable to store the received game history data in the large capacity storage means.